

Methods and ways of calling a method

1) Call-by-value

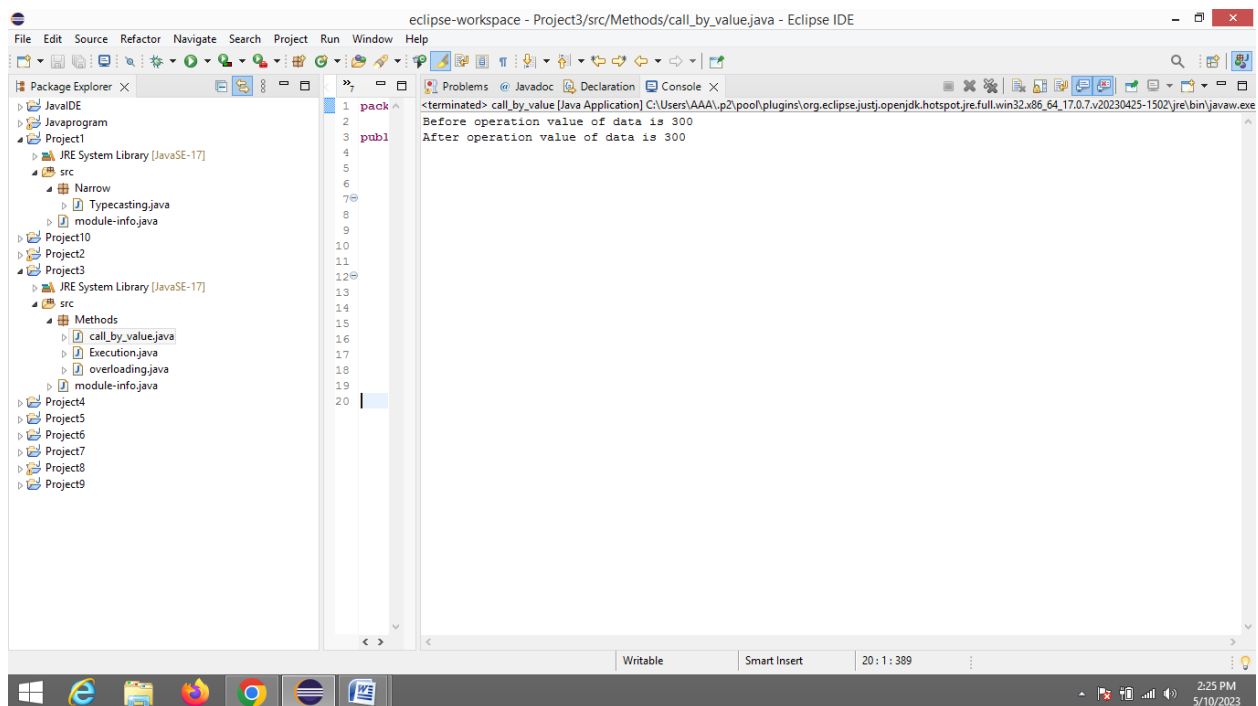
```
package Methods;

public class call_by_value {

    int val=300;

    int operation(int val) {
        val =val*10/100;
        return (val);
    }

    public static void main(String args[]) {
        call_by_value d = new call_by_value();
        System.out.println("Before operation value of data is "+d.val);
        d.operation(100);
        System.out.println("After operation value of data is "+d.val);
    }
}
```



2) Execution

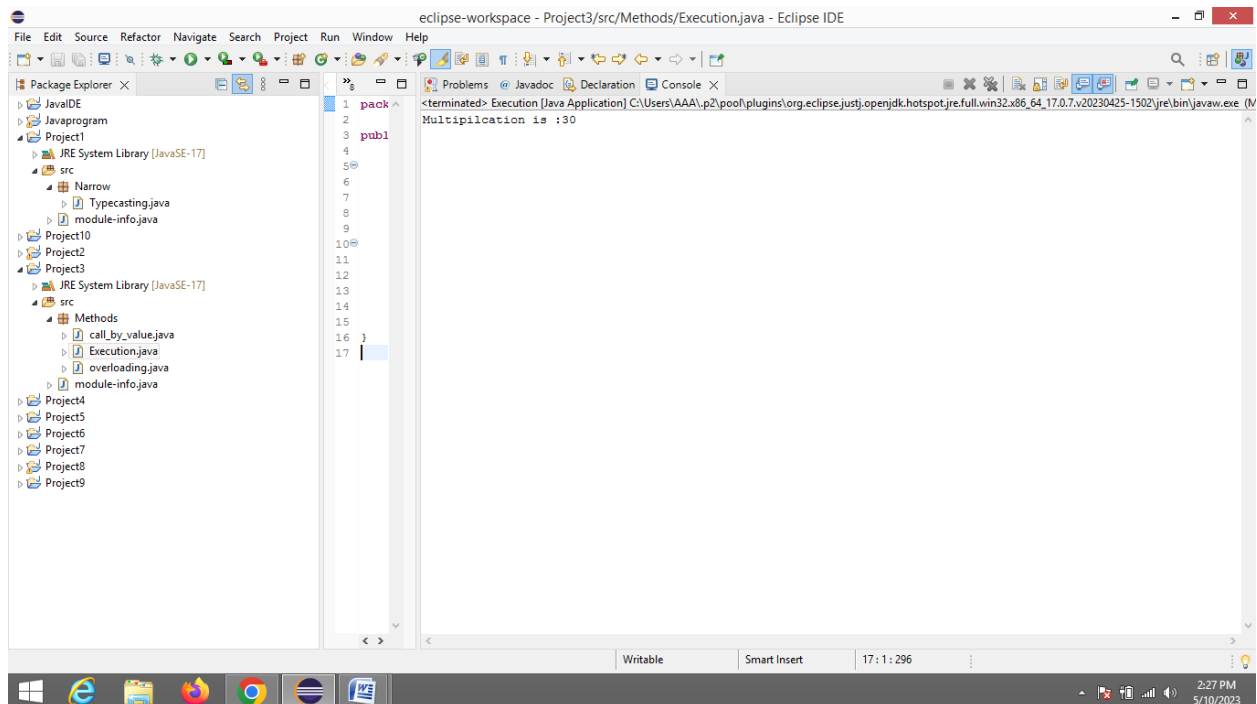
```
package Methods;

public class Execution {

    public int multipynumbers(int x,int y) {
        int z=x*y;
        return z;
    }

    public static void main(String[] args) {

        Execution b=new Execution();
        int ans= b.multipynumbers(10,3);
        System.out.println("Multipilcation is :"+ans);
    }
}
```



3) Over loading

package Methods;

```
public class overloading {  
  
    public void area(int b,int h)  
    {  
        System.out.println("Area of Triangle : "+(0.5*b*h));  
    }  
    public void area(int r)  
    {  
        System.out.println("Area of Circle : "+(3.14*r*r));  
    }  
  
    public static void main(String args[])  
    {  
        overloading obj =new overloading ();  
        obj.area(11,21);  
        obj .area(8);  
    }  
}
```

